

AMENDMENTS TO THE CLAIMS

Please amend the claims, without prejudice, as indicated in the **LISTING OF CLAIMS** given below.

LISTING OF CLAIMS

1-38 (Cancelled)

39. (Previously presented) The method of claim 85, wherein the game ticket further comprises:

- a substrate including game data; and
- a transponder coupled to the substrate, the transponder including ticket data.

40. (Previously presented) The method of claim 39, wherein the transponder includes:

- a memory storing the ticket data; and
- an antenna operatively coupled to the memory, the antenna to transmit the ticket data in response to receiving an excitation signal.

41. (Previously presented) The method of claim 39, wherein the ticket data includes a game number that corresponds to the game ticket.

42. (Previously presented) The method of claim 39, wherein the ticket data includes a void if removed number that corresponds to the game ticket.

43. (Previously presented) The method of claim 39, wherein the ticket data includes a theme description that corresponds to the game ticket.

44. (Previously presented) The method of claim 39, wherein the ticket data includes a play style that corresponds to the game ticket.

45. (Previously presented) The method of claim 39, wherein the ticket data includes a price point that corresponds to the game ticket.

46. (Previously presented) The method of claim 39, wherein the ticket data includes player account information.

47. (Previously presented) The method of claim 39, wherein the ticket data includes a

validation code, the game ticket further including a back-up validation code coupled to the substrate.

48. (Previously presented) The method of claim 47, wherein the back-up validation code includes a bar code.

49. (Previously presented) The method of claim 47, wherein the back-up validation code includes a series of digits.

50. (Withdrawn) A method of distributing game tickets comprising:
transmitting a first radio frequency (RF) signal to a game ticket; and
receiving a second RF signal from the game ticket, the second RF signal being responsive to the first RF signal and defining ticket data corresponding to the game ticket.

51. (Withdrawn) The method of claim 50, further including storing the ticket data to a warehouse database, the warehouse database being associated with a warehouse facility.

52. (Withdrawn) The method of claim 51, further including:
generating a storage request based on the ticket data; and
sending the storage request to an automated warehousing system.

53. (Withdrawn) The method of claim 51, further including:
receiving a ticket order;
locating the ticket data in the warehouse database based on the ticket order; and
generating a bundling request based on the ticket data and the ticket order.

54. (Withdrawn) The method of claim 53, further including sending the bundling request to an automated warehousing system.

55. (Withdrawn) The method of claim 53, further including updating the warehouse database based on the bundling request.

56. (Withdrawn) The method of claim 53, further including:
transmitting a third RF signal to the game ticket; and
receiving a fourth RF signal from the game ticket, the fourth RF signal being responsive to the third RF signal and defining the ticket data, the third and fourth RF signals being associated with the game ticket leaving the warehouse facility.

57. (Withdrawn) The method of claim 56, further including updating the warehouse database based on the fourth RF signal.

58. (Withdrawn) The method of claim 51, wherein the first and second RF signals are associated with the game ticket entering the warehouse facility.

59. (Withdrawn) The method of claim 50, wherein the ticket data includes at least one of a game number, a void if removed number, a theme description, a play style, a price point and player account information that correspond to the game ticket.

60. (Withdrawn) The method of claim 50, further including storing the ticket data to a ticket destruction database, the ticket destruction database being associated with a ticket destruction facility.

61. (Withdrawn and currently amended) A method of dispensing game tickets comprising:
 reading a ticket radio frequency identifier (RFID) from a game ticket;
 identifying a player account; and
 responsive to the player account having sufficient funds to pay for the game ticket, activating the game ticket-based.

62. (Withdrawn) The method of claim 61, wherein the player account is an account associated with retailer of the game ticket.

63. (Withdrawn) The method of claim 61, wherein the player account is an account associated with a promoter of the game ticket.

64. (Withdrawn) The method of claim 61, wherein the player account is an account associated with a credit card company.

65. (Withdrawn) The method of claim 61, further including:
 identifying one or more player preferences associated with the player account; and
 dispensing the game ticket in accordance with the player preferences.

66. (Withdrawn) The method of claim 65, wherein the player preferences include play numbers, the method further including assigning the play numbers to the game ticket.

67. (Withdrawn) The method of claim 65, wherein the player preferences include a download destination, the method further including triggering a transaction summary download to the download destination.
68. (Withdrawn) The method of claim 65, wherein the ticket RFID defines a player account identifier and the player preferences.
69. (Currently amended) A method of dispensing game tickets comprising:
 reading a ticket radio frequency identifier (RFID) from a game ticket;
 activating the game ticket based on the ticket RFID; ~~and~~
 as part of activating the game ticket, writing information to a programmable memory of the game ticket RFID; and
 responsive to the activation of the game ticket and an inventory level for tickets of the type of the activated game ticket falling below a predetermined threshold, automatically generating a ticket order for additional tickets.
70. (Previously presented) The method of claim 69, wherein the game ticket is associated with a game that is identical to a game associated with the additional tickets.
71. (Previously presented) The method of claim 70, wherein the game ticket is associated with a game that is different from a game associated with the additional tickets.
72. (Withdrawn) A method of validating game tickets comprising:
 reading a ticket radio frequency identifier (RFID) from a memory of a game ticket;
and
 determining whether the game ticket has been paid for based on the RFID.
73. (Withdrawn) The method of claim 72, further including using the RFID to access a ticket-by-ticket inventory listing, the listing indicating whether the game ticket has been paid for.
74. (Withdrawn) The method of claim 72, wherein the RFID indicates whether the game ticket has been paid for.
75. (Withdrawn) A method of dispensing game tickets comprising:
 authenticating a terminal user based on a user radio frequency identifier (RFID) that

identifies the terminal user;

receiving a ticket request;

selecting a game ticket based on the ticket request; and

activating the game ticket based on a ticket RFID.

76. (Withdrawn) The method of claim 75, further including reading the user RFID from a memory of an employee badge.

77. (Withdrawn) The method of claim 75, further including reading the ticket RFID from a memory of the game ticket.

78. (Previously presented) The method of claim 85, further comprising:

receiving a validation request for the game ticket;

reading a ticket radio frequency identifier (RFID) from a memory of the game ticket based on the request;

generating a validation message based on the ticket RFID; and

updating a database in accordance with the validation message.

79. (Previously presented) The method of claim 78, wherein the validation message indicates that validation is authorized, the method further including updating the database to indicate that the game ticket has been cashed.

80. (Previously presented) The method of claim 78, further including:

transmitting an excitation signal, the excitation signal to cause the game ticket to transmit the ticket RFID; and

detecting the transmitted ticket RFID.

81. (Currently amended) A method of tracking game ticket consumables comprising:

responsive to dispensing a game ticket consumable, reading a consumable radio frequency identifier (RFID) from a game ticket consumable, the game ticket consumable being at least one of an item used to create a game ticket in response to a customer request or a non-game ticket item dispensed to game ticket customers;

responsive to the reading and an inventory level for the game ticket consumable falling below a predetermined threshold, automatically generating a consumable order for additional consumables.

82. (Previously presented) The method of claim 81, wherein the game ticket consumable is game ticket paper stock.

83. (Previously presented) The method of claim 81, wherein the game ticket consumable is a game ticket writing implement.

84. (Previously presented) The method of claim 81, wherein the game ticket consumable is game ticket marketing material.

85. (Currently amended) The method of claim 81, wherein the game ticket consumable is a partially preprinted stock configured to be used to create an instant win lottery ticket.

86. (Previously presented) The method of claim 85, wherein the radio frequency identifier (RFID) is read when the lottery ticket is sold to a player.